ELECTRONIC ARTS

EA
AIR FORCE

DESERT STRIKE

RETURN TO THE GULF

OFFICIAL
SEGA
SEAL OF
QUALITY

From left to right: Amy Hennig, Paul Vernon, John Manley, Richard Robbins, Gary Martin, Mike Posehn, and Michael Lubuguin.

As personal computing evolved into an industry, Mike Posehn was there at the forefront, developing several award-winning programs including the highly-acclaimed *Get Organized, DeluxeVideo* and *DeluxeVideo III*.

Desert Strike: Return to the Gulf is Mike Posehn's first video game. Being keenly interested in the most advanced military technology, when Electronic Arts asked him to build this product Mike jumped at the chance. In addition to being the consummate computer programmer, Mike Posehn is a devoted family man and an avid fisherman. He lives in Loomis, CA with his wife and two children.

Paul Vernon was the "soldier" responsible for all the pixel art seen in Desert Strike. Before Paul's tour of duty in Operation Desert Strike he was seen wiping out in Road Rash, slamming hoops in Lakers vs Celtics and putting around the PGA Tour. From desert blasting to sand traps- look for him soon on a beach near you.

John Manley has been the Electronic Arts expert on all of Mike Posehn's products, and was the Assistant Producer on DeluxeVideo III. Working on the design for Desert Strike afforded John the opportunity to apply his love of films to creating the game's Hollywood-style rescue scenarios.

CREDITS:

Design: Mike Posehn, John Manley

Programming: Mike Posehn

Producer: Richard Robbins

Art: Paul Vernon

Additional Art: Gary Martin, Amy Hennig

Apache 3-D Model: Joe Sparks

Additional 3-D Models: Tim Calvin

Sound and Music: Rob Hubbard, Brian Schmidt

Production Assistant: Michael Lubuguin

Technical Director: Carl Mey

Script and Documentation: T. S. Flanagan

Product Manager: Chip Lange

Package Design: E. J. Sarraille

Package Illustration: Keith Birdsong

Product Testing: Jeff Glazier, Randy Delucchi

Product Mastering: Brent Allard

Quality Assurance: Kevin Hogan, Tim LeTourneau

**Documentation Layout:** Jennie Maruyama

Documentation Illustrations: Mike Farrar

Special Thanks to: Tom Casey, Paul Grace, Susan Manley, Cindy Posehn

"WARNING TO OWNERS OF PROJECTION TELEVISIONS:
STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-
TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT (TELEVISION
SCREEN). AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON
LARGE-SCREEN PROJECTION TELEVISIONS. "

CONTROL SUMMARY
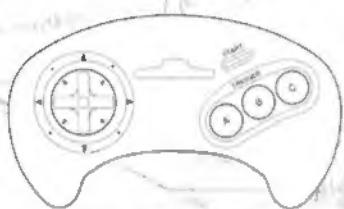
FLYING	D-Pad	up	down	right	left
With Momentum		fwd	rev	right	left
From Cockpit		fwd	rev	right	left
From Above		north	south	east	west

Press and hold **A** in combination with a D-Pad direction to jink.

FIRING —standard settings. You can modify controls (p.8)

A   Hellfire missiles
B   Hydra missiles (Hold button for continuous fire.)
C   Chain guns (Hold button for continuous fire.)

*This game makes great use of controllers with rapid fire or
"turbo" options.

CONTENTS

DESERT STRIKE:
RETURN TO THE GULF

Without warning a madman has emerged in the Middle East and threatens to start Armageddon. The international community knows very little about this menace, the self-styled "General" Kilbaba, but we have enough evidence of his military capabilities to take his threats very seriously. The President of the United States has chosen you to fly a series of dangerous preemptive campaigns in the desert to vanquish this inimical despot.

If you want to begin right away, follow the simple start-up procedures listed below and go straight to p.5 for Quickstart instructions. If you'd like an in-depth walk-through of the first Campaign, go to p.17. By following the walk-through carefully, you'll learn the minimum skills necessary to winning all the campaigns. After you complete the first campaign, pay close attention to the briefings and debriefings before and after each successive campaign. This manual also provides some useful information about the latter campaigns, as well as a chapter on hints and strategy tips. Good luck. War is heck.

WARM UP YOUR CHOPPER: STARTING UP THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is ON.

2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.

3. Turn ON the power switch.

4. The cinematic introduction begins automatically. At the end of the intro, press START to see the *Main Menu*.

You can press START anytime during the intro to go straight to the *Main Menu*.

5. If you want to see a brief demonstration of the the first campaign, don't press any buttons and wait for the demo to begin. After the first demo, the intro is replayed, followed by a demo of the second campaign, and so on.

6. Press START during the intro to go to the next demo. You will have to wait a few seconds on the *Main Menu* before the demo begins.

7. Press START at any time during the demo to reset the game.

QUICKSTART TO DESERT STRIKE

* Use the D-Pad to fly and the buttons to fire.
* During the game, press START to call up the map.
* Use the D-pad to locate targets, supplies, and enemy weapons on the map.
* Hover over crates, drums, and people to pick them up.
* Complete the missions in order.
* Drop off passengers in landing zones to restore armor.
* Read all the text on the screen.
* Supplies are sometimes concealed inside targets.

MAIN MENU

MAIN MENU

A: CAMPAIGN #1
   AIR SUPERIORITY

B: COPILOT
   KEITH MICHAELS

C: OPTIONS

PRESS START TO PLAY

CHOOSE YOUR CAMPAIGN

If this is your first time playing, or if you don't have a password, then you must start with CAMPAIGN #1.

★ Press START when you're ready to begin a campaign.

RESTORING A SAVED GAME

CAMPAIGN MENU

ENTER PASSWORD

TQQQLOM

PRESS START TO EXIT

★ From the *Main Menu*, press **A** to go to the *Campaign Menu*.

Enter your **Password** in the following manner.

★ D-Pad up/down to select the correct letter.

★ D-Pad left/right to move the cursor.

★ Press START to return to the *Main Menu*.

See **Password** on p.43.

CHOOSE YOUR COPILOT

COPILOT SELECTION

LT. CARLOS VALDEZ
"JAKE"
SN 325476
SPECIAL FORCES

JAKE WAS LAST REPORTED TO BE NEAR A PLANE CRASH. RESCUE HIM AND YOU'LL HAVE A CRACK GUNNER AND SUPERB WINCH MAN. HE ALSO KNOWS THE BEST PLACES FOR A AND B.

PRESS START TO EXIT

Your copilot is responsible for aiming the guns and operating the winch. The more capable your copilot, the easier your job as pilot will be and the more likely you are to save the world. Each copilot has a dossier.

★ Press **B** to go to the COPILOT SELECTION screen.

The *Special Forces* badge on the screen shows a picture of the copilot, his/her name and nickname, and his/her serial number. Below each badge is a brief background and evaluation of the copilot. The evaluations discuss the copilot's skill with the chaingun and the winch.

Notice that "Jake" is listed as MIA, which stands for Missing in Action. He's out there somewhere, and if you find him and return him safely to the frigate for some much needed first aid, you'll be able to fly the subsequent campaigns with the best copilot of the bunch.

★ D-Pad left/right to review copilots.

When the copilot you want to work with is showing on the screen.

★ Press START to return to the *Main Menu*.

CHOOSE CONTROL OPTIONS
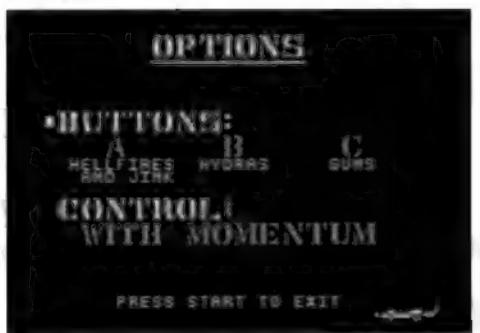
With the *Options* screen you can select from various control features.

★ Press **C** to go to the *Options* screen.

★ D-Pad up/down to select a feature using the white dot.

★ D-Pad left/right to toggle through available options.

BUTTONS

★ D-Pad right/left to select your desired button configuration.

CONTROL

Beginning players might wish to control the Apache **From the Cockpit**, or **From Above** as there's less room for error. But these settings are not as realistic as **With Momentum**. When you've

mastered one or both of the other control options, move on to **With Momentum** for a fuller experience.

Your Apache flies low at a fixed altitude to reduce the likelihood of detection.

With Momentum – This is the standard setting, which means that the computer automatically selects it at the beginning of every game.

The Apache carries momentum, and you have to compensate for it while flying.

★ D-Pad up to fly forward.

★ D-Pad down to fly in reverse.

★ D-Pad left to turn left.

★ D-Pad right to turn right.

From Cockpit – The controls operate exactly as described above, except you don't have to compensate for momentum.

From Above – The D-Pad represents the compass points on a map.

Ã D-Pad up to fly north.

Ã D-Pad down to fly south.

Ã D-Pad right to fly east.

Ã D-Pad left to fly west.

★ When you're satisfied with your choice of options, press START to return to the *Main Menu*.

★ Press START again to begin the game.

PAUSE/THE MAP SCREEN

You will need to refer to the battle map continually through-out each campaign to locate yourself in relation to your targets and objectives. **The action pauses when you call up the map screen**. From the *Map Screen* you can access military data specific to your current campaign and call up a record of your **status** for that campaign.

THE BATTLE MAP

Besides your weapons, the battle map is your most important tool as a pilot.

λ Press START when flying to pause the game and reveal the map screen.

Your Apache is depicted with a white, twirling X. Select objects from the display below the battle map. The object selected blinks on the battle map.

THE SELECTION DISPLAY

λ D-Pad left/right to select objects on the battle map.

In the first three campaigns, your missions are numbered in the selection display beneath the battle map. **The missions should be completed in order**, though there is nothing to stop you from attempting to go out of order.

In the fourth campaign, only the first mission is displayed initially. When you complete the first mission, the second is revealed, and so on.

Other important objects on the terrain are listed after the missions.

✱ Press **B** for a description of each object.

> *Note: In the latter three campaigns fuel and ammo, and a few other special items are concealed in buildings, dunes, rocks, etc., but do not appear on the map until you destroy the structure surrounding them.*

CRITICAL INFORMATION

You are allotted three lives per campaign. If you lose your third life before you accomplish the final mission of a campaign, you must return to the beginning of that campaign and complete it before you can move on to the next campaign.

At times during a campaign you will receive announcements of incoming intelligence reports. If you wait more than 5 or 10 seconds to access the report, it might not be available.

✱ Press START to access the intelligence reports.

Each time you drop off a passenger at a landing site it allows your mechanics the time to repair your armor. In Campaign #1, each passenger is worth 150 armor points. In all subsequent campaigns, each is worth 100 points.

When your fuel level reaches 14 units a warning message appears on the screen. Each time you burn two more units, the message appears again. When your Armor is reduced to 125 points, you receive a similar warning message. These messages may momentarily obscure objects on the screen.

If you crash from lack of fuel, your armor is automatically restored to a full 600 points.

If you blow up from loss of armor, your fuel supply remains the same as it was before you crashed, unless you had fewer than 25 units of fuel, in which case your fuel tank is restored to 25 units.

If you bump into an object your armor loses ten damage points and you lose control of the Apache momentarily. Also, you cause ten damage points to the object you bumped into.

When you crash and are resurrected, your "load" of passengers and your supply of ammunition remain the same.

The following critical information appears on the map screen.

Lives—Number of lives remaining

Load—Number of passengers aboard (6 max.)

Armor—Protection against attack (5-600)

Fuel—Fuel remaining (2-100)

Guns-Rounds remaining in the chain gun (1178 max.)

Hydras– Hydras remaining (38 max.)

Hellfires–Hellfires remaining (8 max.)

Score–The higher your score, the more you've accomplished. Bonus points are sometimes available if you complete all tasks on a given mission. For example, if you need only rescue 14 of 16 MIAs to complete a mission, bonus points are awarded for rescuing the other two.

You can lose points for destroying civilian or friendly targets.

MISSION DATA LOG

Mission data

You can obtain detailed information about the targets and objectives of a campaign from the Mission *Data Log*.

* Press **B** (from the *Map Screen* or *Status Screen*) to call up the *Mission Data Log*.

* D-Pad left/right to toggle through the items.

Notice that every item on the map has a corresponding file in the data log. There you will find a picture of the item, its name, and pertinent information regarding it.

ARMOR POINTS
Armor points are listed for some of the targets. The number represents the amount of damage that target can take before it is obliterated.

POWER POINTS
Power points are listed for the enemy's weapons. If you get hit by a Rapier SAM, which packs a 100 point wallop, your armor will lose 100 points.

CAMPAIGN STATUS

The status readout gives you an up-to-the-moment report on your progress in the campaign. Each mission is listed in order. Missions whose status are displayed in green letters are completed. Missions whose status are displayed in red have yet to be completed.
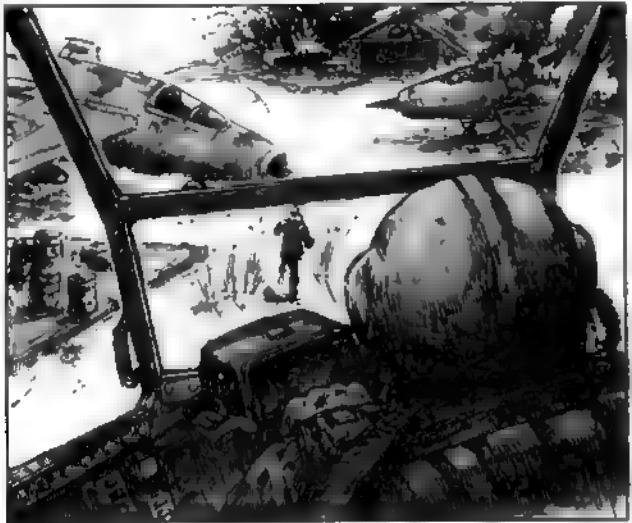
CAMPAIGN #1: AIR SUPERIORITY

> The following campaign descriptions divulge certain facts
> about the game and serve to make it easier to play. In no
> way are they necessary for your successful completion of
> the game. For the maximum challenge, refrain from
> reading on.

This campaign takes place in the morning.

The first order of business in any modern military conflict is to
establish air superiority. Accordingly in your first mission you
must demolish the enemy's airfields. But before you can do that
safely, you need to take out his radar and power stations

After the airfields come the command centers, where cower the
enemy commanders. To accomplish the final mission of the first
campaign, you have to blow up the command centers and abduct
an enemy commander, for only then will you learn where the allied
spy is being held captive. The spy holds the madman's secret
nuclear plans.

A WALK-THROUGH (Tactics)

For the purposes of this walk-through, the top of the screen is
north.

ʌ   Press anywhere on the D-Pad to lift off the frigate.

ʌ   As soon as you lift off, press START to check out the map. As
you see, land lies to the East and the enemy's radar sites are
blinking. To destroy both radar sites is your first objective. It
will help to know how well defended the radar sites are

ʄ D-Pad left/right to see what kind of weapons the enemy has deployed near the radar sites. When you come to AAA (Anti-Aircraft Artillery) you see that each radar site is defended closely by two AAA batteries

ʄ Press B for more information about AAAs. You see that the enemy's AAAs are not heavily armored and pack only a 20 point wallop. Their accuracy is poor, but they fire rapidly. They rotate at medium speed and do not benefit from radar. In all, AAAs do not appear to be very formidable defenses. You should be able to handle them easily.

ʄ Press START to return to the campaign

ʄ Fly to the southernmost radar site. You might have to call up the map again to get your bearings

ʄ On your way there you will likely run across soldiers skirmishing on the ground, or be fired upon by a lone enemy. Soldiers dressed in khaki are MIAs in need of rescue. Rescuing MIAs is part of your job and also can be a great benefit to you. You may not land at a landing site if you do not have a least one passenger. **Each passenger you drop off restores 150 points to your armor, with a maximum of 600 points.**

ʄ If you like, destroy the enemy aggressor and hover over the MIA, who is probably flailing his arms. The rope ladder will descend as you approach the MIA. When you are correctly positioned over the MIA he will grab the ladder and your copilot will pull him aboard

ʄ At the beginning of Campaign #1 there are at least 20 MIAs. As time advances, the MIAs are gradually killed. That in mind you might find it expedient to take out all the enemy ground troops you come across. Apart from adding to your point total, you will be protecting the lives of your MIAs, and hence your own longevity
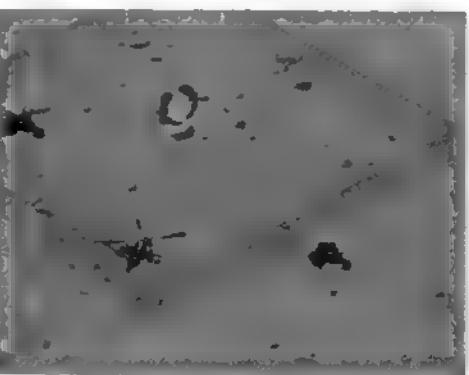
ʄ When you reach the radar site you find one AAA inside the fence and one just outside. The AAAs begin to shoot at you as soon as you are in range. Attempt to destroy the AAAs with either your chain guns (**C**) or a couple of hydras (**B**)

ʄ You might find it possible to dodge the AAAs and destroy the radar sites without having to expend any heavy ammunition. See if you can find a position where your chain guns reach the radar dish but where you are out of reach of both AAAs. Conserving ammunition is not so important in Campaign #1,

where ammo s not scarce, but in later campaigns you will want to be conscious of the different ways to conserve ammunition

f   As soon as you're safe from AAA fire, attack the radar dish. Since the radar dish cannot fire back there is no need to use your heavier firepower to destroy it Blast away with your chain gun (C) as fast as you can. Your fuel is always diminishing

f   After you destroy the radar dish, press START to check the map When you left this screen last you were looking at the mission data log on AAAs, so press (A) to call up the map screen.

f   Notice that the radar site you just destroyed no longer appears on the map. Before you move to the next radar site you might want to see what objects lie between it and your present position.

f   D-Pad left/right to toggle through map characters. You will see that there are two AAAs protecting the site, two MIAs nearby and an ammo crate in the vicinity. This one looks like a cake walk.

f   Fly north toward the radar site Take out enemy targets along the way as you see fit. **REMEMBER: Virtually everything on the screen is destructible, but you are required only to destroy the seven targets the map.**

f   Destroy the radar site as before

f   At this point you still should have more than half a tank of fuel This should be enough to complete the second mission **NOTE: It is unwise to attempt to complete the objectives out of order.** For example, if you try to complete miss on 2 without first destroying the radar sites, the enemy s defense will be better prepared and you will waste ammo and/or lose lives unnecessarily

f   Check the map for the next objective the Power Station Toggle through the enemy weapons listed in the selection display to find the safest route and the best probable direction of approach. Notice that AAAs are placed strategically, and that Rapier SAMs guard all the remaining targets.

f   Try flying North and East, avoiding the heavily defended airfield When you come across a guard post or a group of tents you may or may not attack **Enemy buildings and tents sometimes contain useful supplies.**

Notice how the world is three dimensional. You can fly behind buildings and rocks, and bump into things. When you bump into something, your Apache becomes disabled for a moment, leaving you vulnerable. Also, bumping into something costs you a few armor points and inflicts a little damage.
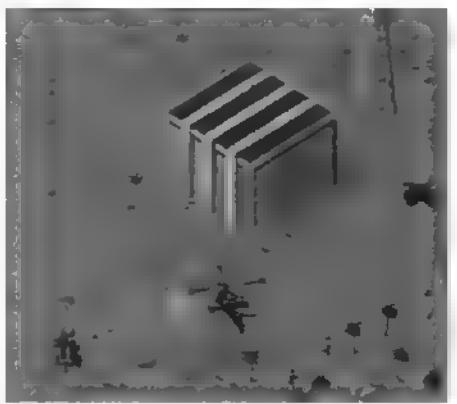
⚙ Take out the Rapier and the AAAs guarding the power plant If you still have plenty of fuel you might take the time to destroy the power plant with your chain gun and save your Hydras and Hellfires for more urgent situations This is a good policy generally

⚙ Notice the toolbox in the crater where the power plant was. Go to the map and check your armor points If you have fewer than say 300 armor points left, then you might want to pick up the toolbox **The toolbox restores your armor to full strength.** Pick up the toolbox in the same way that you picked up the MIA. Hover over it and your copilot will lower a hook and pull the toolbox up with the winch.

⚙ At this point you could probably use some fuel and some ammo There is a crate in one of the barracks to the south and some fuel drums nearby. unless one or both were accidentally destroyed in the battle Also, there are two MIAs n the area

✸ Find the fuel barrels and ammo crate if necessary, and hover over them to pick them up

✸ Now fly to the nearest airfield The airfield is heavily defended. and you could bite the dust easily. Try to sneak up on the AAAs and Rapiers and destroy them before they can turn around and fire

✸ Never hesitate to retreat If you take several hits and find your armor dangerously low retreat to the nearest landing site and drop off your M A This action restores your armor. and you can return to your present objective with a new ease on life. You might want to check the map for MIAs and p ck up the nearest one **If possible, always have an MIA on board.**
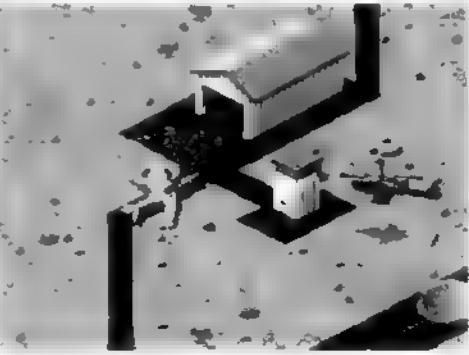
✸ Finish destroying the airfield You have to take out all the planes and all the buildings before the airfield is considered destroyed When in doubt. check the map If the airfield icon still appears on the map, then at least one object critical to the airfield remains intact
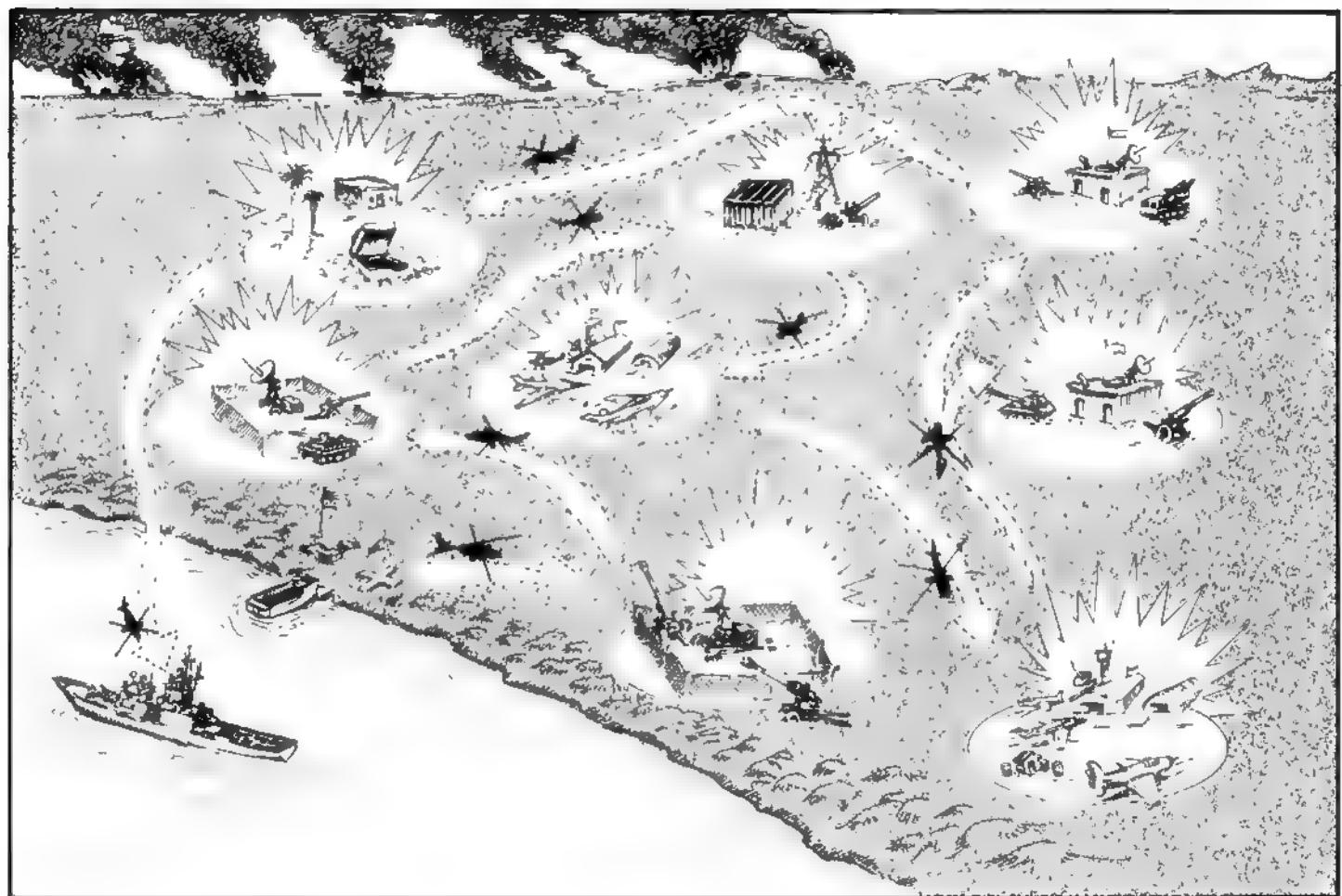
* Destroy the other airfield

* Before moving on to the command centers, make sure you are well-fueled armed and armored It's a terrible feeling to lose your third life at the end of a campaign because of a careless oversight It's possible that there are no MIAs left, in which case you need to be extra cautious and willing to use more and heavier firepower against targets that fire back

* When you destroy a command center the enemy commander will attempt to escape Chase the commander and take him prisoner. Only then will you learn where the allied spy is being held captive.

* You need only destroy one command center and capture one commander to get the location of the spy, but you receive bonus points for destructive actions above and beyond the call of duty Make sure you are well-fueled, armed and armored especially if you're down to your last life

* At the site where the spy is located you will find three buildings One of the buildings conceals an underground trap door Pick a building and destroy it If the underground door does not appear, destroy another building

* When you find the trap door fly above it and the Apache will automatically land Your copilot will run in to rescue the spy

* In the meantime a few VDA guns will appear on the scene Destroy the guns and your copilot and the spy will emerge from the trap door Pick up the spy and your copilot and return to the frigate.

* After you land, you and your copilot celebrate on the deck of the frigate and your commander gives you a summary of your score

Password

* Read your debriefing and get your assignment for Campaign #2 If you want to stop now and return to the game later, write down the password Note **you must complete a campaign to obtain a password for the next campaign. You cannot return to the middle of a campaign.**

CAMPAIGN #2: SCUD BUSTER

This campaign takes place in the afternoon.

Now that you've established air superiority in Campaign #1, it's time to take out the madman's Scud launchers. As in Campaign #1 first you will want to take out the enemy's radar sites. Then there are several political prisoners to think about. The President is a politician first and foremost, and the rescuing of political prisoners is a high priority to the American people.

Complete the following six objectives in order.

1. DESTROY RADAR SITES
You already know how to deal with radar sites, except now there are three to take out, and two are well defended.

2. ORCHESTRATE A JAIL BREAK

Hole blasted in jail wall
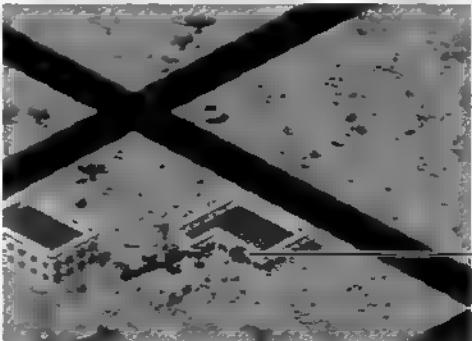
These three jail breaks are tough. Make sure you clear the area before you blast a hole in the jail, so the fleeing prisoners won't get gunned down before you can pick them up.

3. DESTROY THE POWER STATION

This target is well guarded but you should be able to demolish it without taking much damage if you know how to dodge the enemy's weapons

4. DESTROY THE CHEMICAL WEAPONS COMPLEX

Production facility destroyed
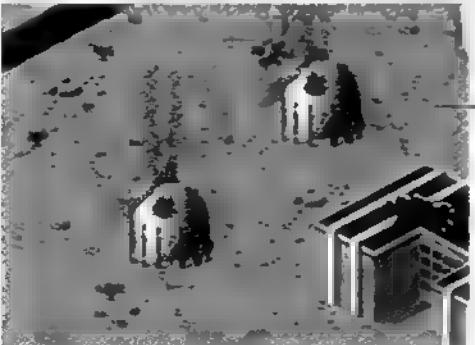
Make sure you have plenty of armor and ammunition before attempting this mission.

5. TAKE OUT THE SCUD LAUNCHERS
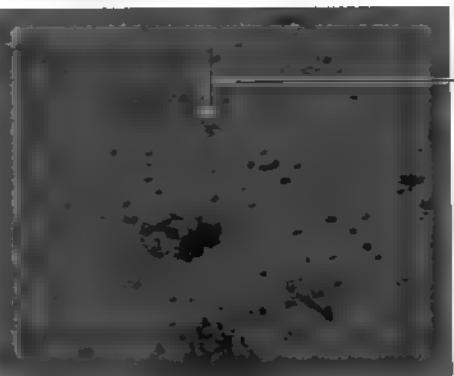
Scud successfully launched

After you destroy the chemical weapons complex, the Scud commanders start getting nervous and decide to make a run for it rather than risk facing the ignominy of being caught like rats in their own holes. Now is your chance to capture them and find out where the Scud launchers are placed

First you will need to check the map to find out where all the Scud command headquarters are located. You already might have noticed metal buildings marked by a red and white flag. These are the command headquarters. Proceed from headquarters to headquarters blasting each one to kingdom come and capturing the exposed Scud commander, who by now is crazed with fear

As you capture each Scud commander, a Scud launcher site appears on the map as a red dot. Fly to the Scud launchers and see if you can destroy them before they launch their missiles. There are six launchers in all, and you must destroy at least five of them to complete the mission

CAUTION If you accidentally kill more than one Scud commander, you will be called back to the frigate and have to begin the campaign again

6 RESCUE PRISONERS OF WAR

Enemy ZSU

Hole blasted in barracks

You
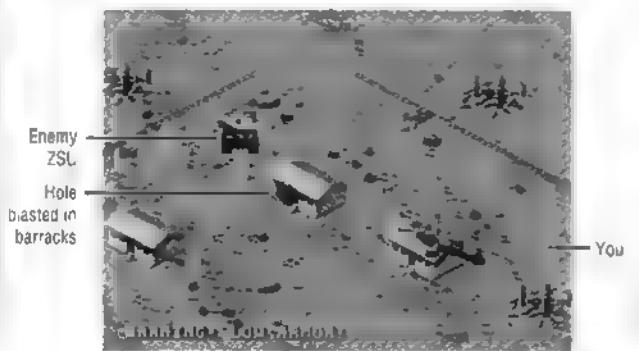
This mission is what the second campaign is all about. With enough ammunition and fuel, and the savvy it takes to stay alive, you'll be able to complete this rescue and return safely to the frigate for new orders

There are 16 POWs in all, and you need only rescue 14 of them Don't let more than two men die in the action, or all your work up until now will have been in vain

Take a safe route back to the frigate

CAMPAIGN #3: EMBASSY CITY
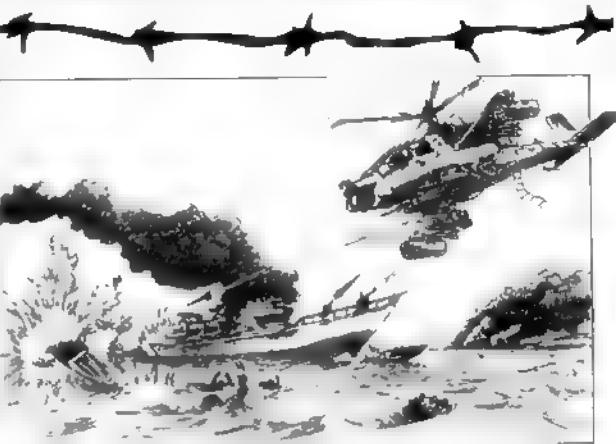
This campaign takes place in the early evening.

1 RESCUE U.N. INSPECTORS


Minaret
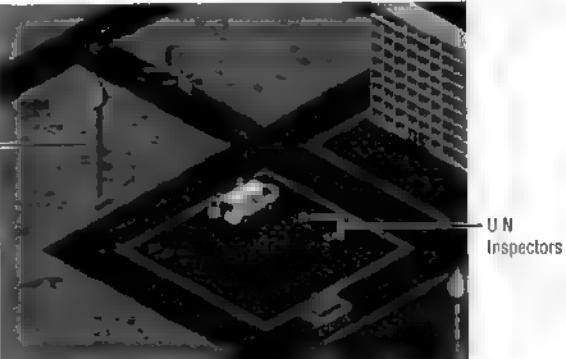
U N Inspectors

The United Nations inspectors are under attack in a parking lot near the embassy. Fly in and take out the enemy tank and ground troops. Make sure not to hit the inspectors or you'll have to start over.

2 DESTROY BIOLOGICAL WEAPONS COMPLEX

Enemy
vDA

Chemist
escaping

There is a large biological weapons complex to the Northwest. The lead chemist is hiding in a biological weapons factory surrounded by seven other similar looking facilities. Destroy the buildings to find and capture the chemists. When you find the right one he'll give you the locations of the underground missile silos.

3 DESTROY UNDERGROUND MISSILE SILOS

Missile
successfully
launched

Silo

In this mission you have to hunt for the underground silos, which are covered by sand dunes. Use your chain gun to locate the silo's armored covering (you'll hear the sound of impact when you hit the correct sand dune) then see if you can blow up the silo before the missile inside is launched.

Sometimes the explosion from the silo will detonate a fuel drum, ammo crate, or other object in the area, so you might want to pick up needed supplies before you take out the silo.

## 4. RESCUE THE PILOTS LOST AT SEA

Enemy
speedboat

Life raft

This mission is fairly easy Blast the enemy speedboats without harming the defenseless pilots and then pick up the pilots One of the pilots has a valuable piece of information

5. DESTROY THE POWER STATION

You learn from one of the rescued pilots that the power station controls an alert zone around the madman's yacht You'll have to destroy the power station before attempting the difficult rescue at the yacht

6. RESCUE PRISONERS ON THE MADMAN'S YACHT

Madman's

Enemy
chopper
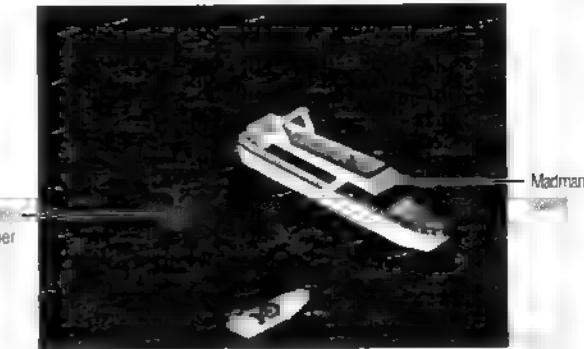
After you eliminate the initial opposition, blow a hole in the yacht. The prisoners will leap into the water one by one The prisoners are weak from torture and cannot stay afloat for long, so you'd better have a good winchman and know how to hover accurately. Be careful not to bump into the yacht, as the time it takes to recover might cost a prisoner his life If you let more than five prisoners drown, you'll have to start over

7. CAPTURE THE ENEMY AMBASSADOR

Here you will face the heaviest fire power you have encountered thus far. Make sure you have a full load of ammo and know where you can get more. One crate probably won't be enough. But all the ammo in the world won't help you if you don't first take out the radar station providing an alert zone around the area. You could lose three lives here in a few seconds if you're not careful and skillful.
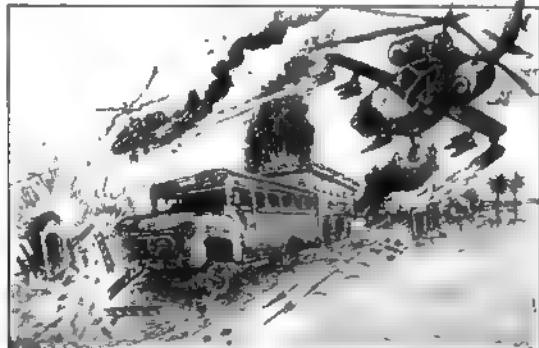
8. EMBASSY RESCUE

Your last mission in this campaign is to rescue the 12 embassy officials held captive in the embassy building. Your copilot jumps out to drive the bus, so you'll have to work the guns yourself from here on in. After you destroy all the enemy's defenses, blast open the gate in front of the bus. Your copilot knows where the Navy Seals Camp is located and will take the bus there. The bus is very vulnerable and cannot take much of a beating. Your job is to escort the bus and see that no harm comes to the dignified officials inside. If the bus is destroyed you'll have to start this campaign over, and your copilot will be listed as MIA.

Your copilot will not proceed without you as an escort, so if you leave the area he or she will stop the bus. In addition, your copilot will stop the bus if you hover directly over it. So if you spot danger down the road and want to avert a catastrophe, hover over the bus. But make sure you don't get shot down and crash on top of the bus killing all the occupants. Then you'll have to start all over. Besides, the driver is a friend of yours, and you wouldn't want to be the cause of his or her demise.

CAMPAIGN #4: NUCLEAR STORM

This Campaign takes place at night.

1 PROTECT THE OIL FIELDS

Oil tank

Commando drop off site
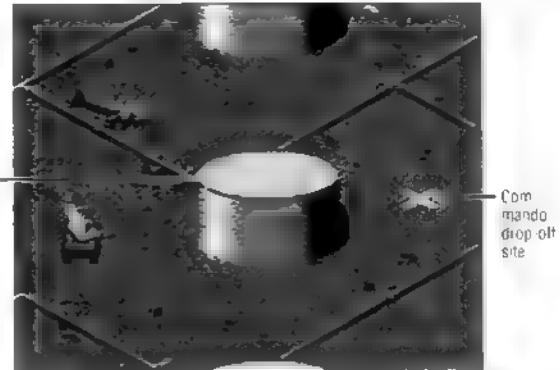
There are two objectives in this mission to airlift the commandos to the landing sight in the middle of the oil fields and to destroy all the enemy tanks around the oil fields If you allow the enemy to destroy too many of the oil tanks you will be called back to the frigate and have to begin again

It's best to drop off all the commandos at once Their landing site is available for only one unloading so if you try to shuttle the commandos to the landing site in multiple trips you'll wind up carrying them around for the rest of the campaign, using up valuable space They will not disembark at regular landing zones

2 STOP THE OIL SPILLS
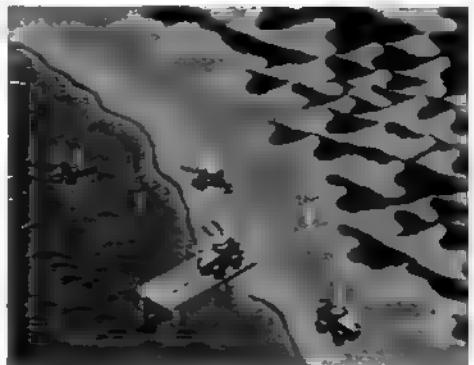
A good gunner comes in handy here   Before you attempt to close off a pipe you'll want to take out the enemy forces stationed near the o l dock   Once you're safe go ahead and fire at the end of the pipe   You have to hit just the right spot in order to stop the spill that's where an accurate gunner is called for.

Now you're on your own   Make sure you read all the information presented to you on the screens   Completing the game is hard, but far from impossible

THE PASSWORD

At the end of each successful campaign you receive a seven letter password and your current score. Make sure to write it down if you wish to return to the game at the beginning of the next campaign with your score ntact, rounded down to the nearest thousand points

The password does not save your copilot selection or any non-standard control settings you may have chosen

You have about five minutes to write down the password before it disappears

HINTS AND TIPS

The following items divulge certain facts about the game and serve to make it easier to play In no way are they necessary for successful completion of the game. For the maximum challenge, refrain from reading on

KEEP MOVING

• You can t win the game if you don't learn how to out-maneuver the enemy's weapons   The President picked you to head-up this mission because of your consummate skills as a pilot   He would be mighty disappointed if he saw you going toe-to-toe with a SAM launcher in a government-owned Apache, when you could easily dodge and fire.

FUEL AND AMMO CONSERVATION

* In Campaigns 2, 3, and 4 there are more fuel drums and ammunition crates in the field than are indicated on the map. The map shows only those supplies exposed above ground. Numerous fuel and ammo dumps are hidden in buildings, under sand dunes, etc. The only way to find these hidden supplies is to blow up the structures that conceal them.

* You might find it a useful strategy (especially in the latter, more difficult campaigns) to explore the field for hidden supplies, taking note of where they are, before attempting to win a campaign.

* Whenever possible, use your chain gun to destroy non-hostile targets, such as bunkers, sand dunes, and small buildings. You'll find in the latter campaigns that your Hellfires and Hydra are precious commodities not to be squandered. So when you clear an area of enemy weapons, use your chain gun to destroy the targets if you have enough fuel, firing rapidly with the (C) button to conserve fuel.

* Don't waste fuel and ammo by picking them up when you're already full or nearly full. It's best to let them sit where they are and return when you need them.

* You will notice that your Apache does not consume fuel when you're flying over water. Accordingly, fly over water whenever possible to conserve fuel.

JINKING

* Certain targets are difficult to hit, even with Jake as your copilot. The Oil Spill and Bomb Shelter missions are two examples of difficult targets, where you have to strike a small spot on a large object in order to do damage. Jinking (see Control Summary in the front of this manual for instructions) will help you increase your precision.

NEUTRAL TARGETS

* Some targets, such as buildings and dunes, are neutral, which means that your gunner will not fire on them automatically. If you want to hit a neutral target, you must point the Apache directly at it and fire. Jinking often comes in handy here.

PICKING UP PASSENGERS

* When there is a crowd of waiting passengers, your copilot will pick out the closest one and drop the ladder for him. You must pick up that passenger or back away from him before the ladder will drop for another passenger.

* You can capture unarmed enemy foot soldiers, but if you leave the area after spotting them, they may not be there when you return.

DROPPING OFF PASSENGERS

* When you land at a landing zone, all passengers (except commandos, see p.41) will disembark. Try to drop off your passengers at appropriate times so as not to waste the armor value they bring. You need not pick up all available passengers to win a campaign, but you should remember the locations of the people you did not pick up so that you can use them for armor points later if you need to.

ARMOR REPAIR

There are armor toolboxes hidden in all four campaigns. Picking up an armor crate restores your armor to a full 600 points.

QUICK LADDER

All four campaigns offer a quick ladder, but you have to find it. The quick ladder allows you to pick up objects practically on the run, and can make your life a whole lot easier. The quick ladder lasts for an entire campaign, even if you crash, but it does not carry over into subsequent campaigns.

EXTRA LIVES

The box with the red cross on it contains an extra life. There are a few hidden throughout the campaigns, and you will almost certainly need some of them to win the game. Extra lives do not carry over into subsequent campaigns.

STAY OUT OF ALERT ZONES

Certain targets are protected by alert zones, which dramatically increase the power of the major weapons (everything but the ground troops' hand held weapons), the rate at which they fire, and the armor protecting the weapon. In other words, the weapons hit much harder, fire faster, and are much harder to destroy.

Some alert zones are controlled by radar stations and some are controlled by power stations. Pay attention during your briefings and to all information you receive during a campaign to find out which stations control which alert zones.

Radar stations put out a **range alert**, which gives the enemy weapons an increased range. Power stations supply an **aim alert**, which allows the enemy to move their turrets electronically, instead of manually. Weapons on **aim alert** cannot be out-maneuvered. It's best just to stay away.

CHOOSE YOUR WEAPONS CAREFULLY: KNOW YOUR ENEMY

As you gain experience you will discover how much firepower it takes to destroy certain enemy targets. It's important (especially in the latter campaigns when ammunition is at a premium) to remember how much firepower you need to destroy a given target.

For example, after completing Campaign #2 you should know that it takes one hellfire and two hydras to destroy a ZSU tank. Accordingly, you should develop the habit of pressing (**A**) once then (**B**) twice when you need to destroy a ZSU in short order. Of course, in an alert zone you'll need a lot more firepower, but you shouldn't stray into alert zones.

FOOLS RUSH IN

You can save yourself a lot of heartache by checking the map for the positions of the enemy's defenses before travelling. The map shows only the ground weapons newly introduced in each campaign, so in the latter campaigns you must be ready to face the unknown.

The *Weapons Appendix* is a reference to the enemy's major weaponry. The more information you have, the fewer

surprises you'll encounter, and the better your chances of saving the world from the cowardly tyrant.

EXPERT CHALLENGES

If you finish the game and want a further challenge, try playing all four campaigns with Mr. D. as your copilot.

Or try to accomplish all possible objectives in all four campaigns, such as rescuing all 15 MIAs in Campaign #1 or rescuing the EANN TV news crew and flying them to the landing zone at the TV station in Campaign #3.

WEAPONS APPENDIX

CHAIN GUN: inflicts **3 points** of damage

HYDRA: inflicts **25 points** of damage

HELFIRE: inflicts **100 points** of damage

APACHE: carries **600 points** of armor

ENEMY WEAPON	ARMOR	POWER (DAMAGE)	RATE OF FIRE	SPEED OF PROJECTILE
AK47	10 pts.	5 pts.	0.5 sec.	fast
APHID	25	75	3.0	fast
AAA	50	20	0.5	fast
RAPIER	75	100	2.5	fast
VDA	100	25	0.33	fast
ZSU	150	40	0.33	faster
SPEED-BOAT	150	50	1.25	faster
CHOPPER	150	100	1.5	faster
M48	200	100	2.5	faster
CROTALE	250	150	2.0	slower